NES-NK-USA

BANDAI

Ninja Kid™

Licensed by Nintendo for play on the

Nintendo ENTERTAINMENT SYSTEM™

INSTRUCTION BOOKLET

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Thank you for selecting the Nintendo Entertainment System Ninja Kid Game Pak.

1. OBJECT OF THE GAME/GAME DESCRIPTION

The junior defender of human rights, Ninja Kid, battles the notorious monsters of Demon Island, would-be conquerors of the free world. These monsters have set up a series of traps as a first step in their goal to conquer the world. A magic scroll, a fast-flying kite, and an old witch's chanting spell are among Ninja Kid's many weapons against these evil spirits. He survives a wicked dogfight, fights enormous fires and duels against the giant demons in order to recover stolen spirits.

But Ninja Kid's biggest clash is still ahead of him! He must fight the ferocious Giant Demon, ruler of the infamous Demon Island. With your help, Ninja Kid can conquer all evil and restore peace to the world.

Please read this Instruction Booklet carefully to ensure proper handling of your new game. Save the Booklet for future reference.

PRECAUTIONS

1. Turn off the power when inserting or removing Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

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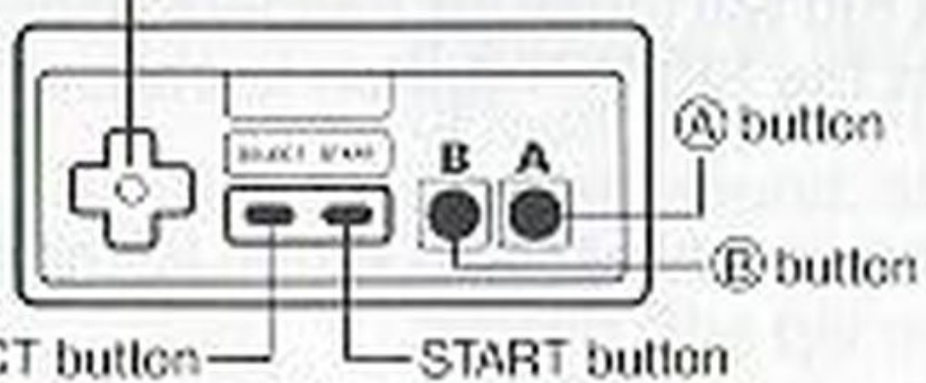
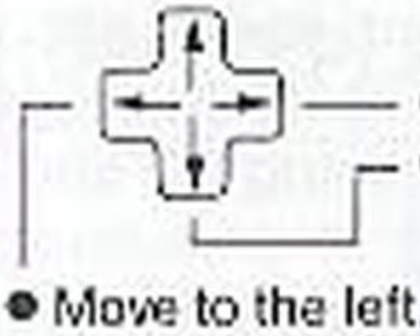
2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

This game is only a 1 Player Game.

CONTROL PAD Use to control Ninja Kid's movements.



Ninja Kid



- Move to the right.
- Move to a squatting position.
  When you press together with Ⓐ button,
  Ninja Kid will jump down from this position.
- Move to the left.

■ In the scenes showing the Demon Island Map, Ninja Kid can move in the directions indicated by arrows on the control pad.
■ When Ninja Kid is flying on his kite, he can move in the directions indicated by the arrows on the control pad.

When you press Ⓑ button, Ninja Kid will throw his daggers (When you gain the Special Weapons, press the SELECT button to choose and use a Special Weapon).

• Ⓑ button cannot be used in the scenes where Demon Island Map appears.

Ⓐ button . . . . . Use for jumping up or jumping down. When jumping up, the height of the jump varies according to how long the button is pressed for. Press Ⓐ button simultaneously when pressing ✚, and Ninja Kid will jump down.
■ When the Demon Island Map appears, or when Ninja Kid is flying on his kite, you cannot use Ⓐ button.

Ⓑ button . . . . . Use for throwing Ninja Kid's daggers.

■ When the Demon Island Map appears, you cannot use Ⓑ button.

SELECT button . . . Use this button to select and throw one of the special weapons.

START button . . . . Press this button to begin a game or to pause.

PAUSE . . . . . If you wish to stop or interrupt play in the middle of a game, press the START button. The pause tone will sound, and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

3. HOW TO PLAY THE GAME

GAME SEQUENCE

This is a great adventure, action game, with four sections or scenes.

1. Demon Island Map
2. Four Different Fighting Fields
   a) Guerilla Warfare
   b) Poison Fields
   c) Dog Fight
   d) Blazing Inferno
3. Demon Hell
4. Demon Castle

This game's main objective is to destroy Demon Castle, which is occupying the area and threatening the existence of Shangri-La. But Demon Castle has been closed off by strong magic, and no one can get near it. To free the Castle from this magic, a special scroll and an old witch's chanting spell are needed.

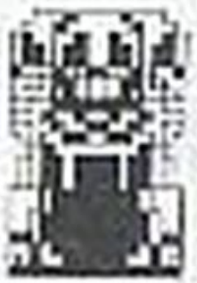
The Four Different Fighting Fields have a different game objective than those of the other sections.

DEMON ISLAND MAP

Ninja Kid can walk around Demon Island Map looking for the special scroll that will restore peace to the area. After obtaining the scroll, he goes to the old witch's house to get the chanting spell. Afterwards, Ninja Kid can go to the Demon Castle.

DOG FIGHT

POISON FIELD


GUERILLA WARFARE

BLAZING INFERNO

MYSTERY FIELD

WITCH'S HOUSE

DEMON CASTLE

FLOWER FIELD

SPECIAL SCROLL

- The Fighting Fields appear on the Demon Island Map. They change position through the use of magic. Even on the same map, the positions of the Fighting Fields are sometimes different.

- When Ninja Kid enters the Mystery Field, he does not know which field he will encounter. It could be any of the Four Different Fighting Fields.
- After getting through each field, the inside of the map changes to Flower Field.

OBJECTIVES OF THE FOUR DIFFERENT FIGHTING FIELDS

1. DOG FIGHT

In this field, Ninja Kid flies on a kite, and fights off demons. Once he has beaten 10 demons, he will get through the field, and the game is clear.

2. POISON FIELDS

Ninja Kid must collect 10 demon spirits in this field. Once he has accomplished this, he will get through this field, and the game will be clear.

3. BLAZING INFERNO

Ninja Kid must light 10 candles with a lighter in order to get through

this field and clear the game.

4. GUERILLA WARFARE

Once Ninja Kid has beaten 10 demons, he will get through this field and clear the game.

*After Ninja Kid clears each of the four fields, two doors will appear. One door leads to the Demon Island Map, the other leads to Demon Hell.

NINJA KID ON KITE

DEMON SPIRIT

LIGHTER

CANDLE

DEMON HELL/VERTICAL SCROLL GAME

Ninja Kid cannot return to the Demon Island Map until he has beaten the giant demon, ruler of Demon Hell.

- Ninja Kid cannot beat the giant demon until he attacks his weakest point.
- In Demon Hell, Ninja Kid cannot use any of his special weapons.

CHALLENGE OF SHANGRI-LA

Ninja Kid battles against the strong demon at Demon Castle in order to restore peace to the area. The demon cannot be beaten unless the damage meter indicates zero.

- When fighting against this strong demon, by attacking his weakest point and using the special weapons, Ninja Kid can inflict the most damage. If Ninja Kid catches any of the whistles, he can call as many friends as the number of whistles he has, with a maximum of three. When his friends are called in to help, Ninja Kid must move to the left side of the screen and squat down. Then his friends will help Ninja Kid by using special, individual techniques.

1. PEGASUS

Protects Ninja Kid from enemy demons. He serves as a shield since he stands next to Ninja Kid and protects him from the enemy's attack.

Pegasus will disappear from the screen after a certain time.

2. BIG EAGLE
Stops the movements of the demons. After Pegasus disappears, move Ninja Kid to the left side of the screen and have him squat down. Big Eagle will then appear and stop the enemy's movement. But, be careful, since the enemy will continue to attack! Big Eagle will also disappear from the screen after a certain time.

3. OLD WITCH
After Ninja Kid is again moved to the left side of the screen and squats down, the Old Witch will appear. She weakens the enemy by throwing magic sand at them. She will also disappear from the screen after a certain time.

4. WHISTLE
After Ninja Kid has achieved 9-out-of-10 objectives in each of the fields, whistles will appear. If he obtains all of his objectives without using the whistles, they will disappear from the screen. If he uses the whistle when fighting against the Demon Castle, he can call in as many friendly demons as the number of whistles he has, with a maxi-

mum of three. To call his friends, Ninja Kid must move to the left side of the screen and squat down.

After destroying the Demon Castle, you can now move on to the next map.

PEGASUS

BIG EAGLE

OLD WITCH

WHISTLE

BEWARE! THE FOLLOWING ARE DEADLY:

1. Getting caught by demons.
2. Getting hit by a demon's attack.
3. Falling into a hole.

- Once Ninja Kid's play character's remaining number on the screen becomes zero, the game is over.
- When the map changes, Ninja Kid's possessions become zero.

SPECIAL WEAPONS

After you have achieved three objectives in any of the Fighting Fields, Special Weapons will appear on the screen. There are four Special Weapons, and each automatically moves itself. Position Ninja Kid close to a Special Weapon and press the SELECT button to use the weapon.

1. IRON STAR

This Special Weapon will go through the demons when thrown. It can be used 20 times.

2. BOOMERANG

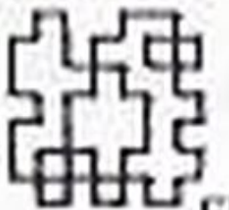
Control this Special Weapon with ✣ Control Pad. If it moves off the screen, it can come back within view. The Boomerang can be used 4 times. After ejecting the Boomerang, Ninja Kid starts blinking and becomes invincible for 15 seconds.

3. FEATHER

FEATHER

This Special Weapon is controlled with the ✣ Control Pad and can be used for as long as it does not disappear from the screen. It can be used 3 times. After ejecting the Feather, Ninja Kid starts blinking and becomes invincible for 15 seconds.

4. FIREFLAME



FIREFLAME

This Special Weapon turns while flying across the screen. It can be used 20 times.

- After using any special weapon the maximum number of times, the Special Weapon will revert to a dagger.
- When you are controlling the Feather or Boomerang, Ninja Kid will move in the same direction as the weapon. If you pay too much attention to controlling the Special Weapons, Ninja Kid will be beaten by the demons.
- It is better to save the Special Weapons when fighting the strong demons in the Demon Castle.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY:
Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") and all related Game Pak accessories or Robot Accessories shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-201-935-3000. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Eastern Time, Monday through Friday.

3. If the Bandai service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America, Inc.
Consumer Service Department
4 Pearl Court
Allendale, NJ 07401

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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